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MIDIREC.LLS  ..... Borland linker response file
MLIST.LLS    ..... Borland linker response file
PROTECT.MAK  ..... Makefile for Watcom C / MASM 6.1-based utilities
REAL.MAK     ..... Makefile for Borland C / TASM 3.1-based utilities
CLAD.EXE     ..... Ad Lib / Creative Labs instrument file translator
GLIB.EXE     ..... Global Timbre Librarian
MIDIECHO.EXE ..... MPU-401-compatible MIDI repeater for AIL drivers
MIDIFORM.EXE ..... MIDI-to-XMIDI sequence compiler
MIDILOG.EXE  ..... MIDI file/event filter
MIDIREC.EXE  ..... MIDI Format 0 file recorder
MLIST.EXE    ..... MIDI file disassembler / Roland Musician's Reference
VTOR.EXE     ..... .VOC/.WAV-to-raw PCM data file converter
WAVELIB.EXE  ..... Wave file librarian for virtual wave synthesis

Directory DRIVERS:

CHARGE.RAW   ..... Example 44 kHz 8-bit mono PCM data file
FLYBY.RAW    ..... Example 44 kHz 8-bit mono PCM data file
KLAXON.RAW   ..... Example 44 kHz 8-bit mono PCM data file
NENA.RAW     ..... Example 44 kHz 8-bit mono PCM data file
NIRVANA.RAW  ..... Example 44 kHz 8-bit mono PCM data file
SHE_BOP.RAW  ..... Example 44 kHz 8-bit mono PCM data file
THRILLER.RAW ..... Example 44 kHz 8-bit mono PCM data file
WELCOME.RAW  ..... Example 44 kHz 8-bit mono PCM data file
GLASS.WAV    ..... Example 44 kHz 16-bit stereo PCM .WAV file
SAMPLE.BNK   ..... Example Ad Lib Instrument Maker bankfile
SAMPLE.CAT   ..... Instrument catalog file used to build SAMPLE.AD
SAMPLE.AD    ..... Example OPL2 GTL file (MT-32 emulation)
SAMPLE.OPL   ..... Example OPL3 GTL file (MT-32 emulation)
DEMO.XMI     ..... XMIDI sequence for XMIPLAY
DIGDEMO.XMI  ..... XMIDI sequence for XDEMO.BAT
SPKRDEMO.XMI ..... XMIDI sequence for use with PCSPKR.MDI/TANDY.MDI
WAVEDEMO.TXT ..... Example wave library list file used by XDEMO.BAT
BORLAND.MAK  ..... Makefile for Borland Power Pack / MASM 6.1
WATCOM.MAK   ..... Makefile for example programs (Watcom/DOS4GW)
WATFLASH.MAK ..... Makefile for example programs (Watcom/X32)
ZORFLASH.MAK ..... Makefile for Symantec / MASM 6.1 / FlashTek X32
DOS4GW.EXE   ..... Rational Systems DOS/4GW runtime executable
AILDRVR.LST  ..... List file used by SETSOUND.EXE
SETSOUND.C   ..... AIL Sound Configuration Utility source
DIGPAS.ASM   ..... Pro Audio Spectrum digital driver source
DIGRAP10.ASM ..... Roland RAP-10 digital driver source
DIGSSYS.ASM  ..... Microsoft Windows Sound System digital driver source
VDI_DIG.INC  ..... Standard driver include file from VDI DDK
DBTEST.C     ..... Double-buffering demonstration program
DIGPLAY.C    ..... .VOC / .WAV file playback demonstration program
SSTEST.C     ..... Multichannel digital audio demonstration program
ADRV688.DIG  ..... ESS ES688 AudioDrive digital driver
JAMMER.DIG   ..... New Media WaveJammer digital driver
PROAUDIO.DIG ..... Pro Audio Spectrum digital driver
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RAP10.DIG    ..... Roland RAP-10 digital driver
SB16.DIG     ..... Sound Blaster 16 / AWE32 digital driver
SBLASTER.DIG ..... Sound Blaster Basic digital driver
SBPRO.DIG    ..... Sound Blaster Pro digital driver
SNDSCAPE.DIG ..... Ensoniq SoundScape digital driver
SNDSYS.DIG   ..... Microsoft Windows Sound System digital driver
ULTRA.DIG    ..... Gravis UltraSound digital driver
MDIAIL2X.ASM ..... Generic compatibility shell for AIL 2.X XMIDI drivers
MDIMPU.ASM   ..... MPU-401 General MIDI driver source
MDINULL.ASM  ..... Null MIDI driver (no synthesizer required) source
XDIGPLAY.C   ..... Virtual wave synthesis example (run XDEMO.BAT)
XMIPLAY.C    ..... Basic XMIDI file playback example
MPU401.INC   ..... Roland MPU-401 communications source for MT32MPU.MDI
MT32.INC     ..... MT32MPU.MDI driver source
SPKR.INC     ..... IBM PC speaker XMIDI driver source
VDI_MDI.INC  ..... General support routines for driver development
YAMAHA.INC   ..... Yamaha OPL-2 and OPL-3 driver source
ADLIB.MDI    ..... Standard Ad Lib (generic OPL-2) XMIDI driver
ADLIBG.MDI   ..... Ad Lib Gold XMIDI driver
ESFM.MDI     ..... ESS ES1688, ES1788, ES1888 Enhanced FM XMIDI driver
MPU401.MDI   ..... MPU-401 General MIDI driver
MT32MPU.MDI  ..... MPU-401 MT-32 driver
NULL.MDI     ..... Null MIDI driver (e.g., for animation sequencing)
OPL3.MDI     ..... Generic OPL-3 XMIDI driver
PAS.MDI      ..... Pro Audio Spectrum (old) XMIDI driver
PASPLUS.MDI  ..... Pro Audio Spectrum (plus / 16) XMIDI driver
PCSPKR.MDI   ..... IBM PC speaker XMIDI driver (channel 2 only)
SBAWE32.MDI  ..... Sound Blaster AWE32 General MIDI driver
SBLASTER.MDI ..... Generic Sound Blaster XMIDI driver
SBPRO1.MDI   ..... Sound Blaster Pro I (dual-OPL2) XMIDI driver
SBPRO2.MDI   ..... Sound Blaster Pro II/SB16/AWE32 (OPL-3) XMIDI driver
SNDSCAPE.MDI ..... Ensoniq SoundScape XMIDI driver
TANDY.MDI    ..... Tandy 3-voice XMIDI driver (channels 2-4 only)
ULTRA.MDI    ..... Gravis UltraSound XMIDI driver
XDEMO.BAT    ..... Runs WAVELIB, XDIGPLAY for XMIDI-triggered PCM demo
XMIPLAY.EXE  ..... Basic XMIDI file playback example
XDIGPLAY.EXE ..... Virtual wave synthesis example (run XDEMO.BAT)
DBTEST.EXE   ..... Double-buffering demonstration program
DIGPLAY.EXE  ..... .VOC / .WAV file playback demonstration program
SSTEST.EXE   ..... Multichannel digital audio demonstration program
SETSOUND.EXE ..... AIL Sound Configuration Utility

Directory DRIVERS\OEM:

GAIL310  ZIP ..... Gravis UltraSound XMIDI and digital drivers
JAMMER   ZIP ..... New Media Corporation WaveJammer digital driver
SBAWE300 ZIP ..... Creative AWE32 XMIDI driver (use SB16.DIG for PCM)
SNDSCAPE ZIP ..... Ensoniq SoundScape XMIDI and digital drivers
ESS688   ZIP ..... ESS AudioDrive ES688 digital driver
ESFM     ZIP ..... ESS ES1688, ES1788, ES1888 Enhanced FM XMIDI driver
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Directory DOC:

PLLWW20.DOC ..... Product-line license (Word for Windows 2.0)
SPLWW20.DOC ..... Single-product license (Word for Windows 2.0)
COVWP51.DOC ..... Manual cover page (Word Perfect 5.1)
INTWW20.DOC ..... Introduction (Word for Windows 2.0)
XMIWW20.DOC ..... XMIDI Reference (Word for Windows 2.0)
APIWW20.DOC ..... API Reference (Word for Windows 2.0)
TLSWW20.DOC ..... Tools Reference (Word for Windows 2.0)

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³ Release notes ³
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V3.00 of 19-Sep-94

Welcome to AIL 3.0's first General Availability release!
This package includes:

* The complete SoundStream(TM) digital audio system, with digital mixing, mono/stereo support, double-buffering, and individual control over sample pitch, volume, panning, and stereo balance. Any sample, regardless of its resolution, rate, channel count, or sign, may be played with any AIL 3.0 digital driver -- present or future!

* Full General MIDI support, including 16-channel response for all Yamaha drivers, adjustable pitch-bend range, and information on The Fat Man's acclaimed Yamaha General MIDI instrument set.

* Over 100 API functions for interactive music and sound effects control.

* Complete documentation of all tools and AIL API functions.

* Support for Watcom C32/C++32 V10.0. Versions 9.5 and earlier may also be used by recompiling the library's source code.

Please contact John Miles at (512) 345-2642 with any licensing inquiries, comments, technical-support questions, or feature requests for upcoming releases.

* * *

Note that the AIL 3.0 digital services system is NOT represented to be compatible with virtual-port Sound Blaster DSP emulation software. Examples would include Advanced Gravis's SBOS for their UltraSound adapter, Creative Labs' AWE32 MIDI TSR, and all "laptop audio" adapters which connect via parallel or PCMCIA ports. We are actively working with OEMs whose hardware is not Sound Blaster-compatible to develop native-mode AIL 3.0 drivers for their devices.

V3.00A of 24-Oct-94

This maintenance release includes the following new features:

- FlashTek X32 support with the Watcom compiler
- Sound Blaster AWE32 XMIDI support (SoundFont support coming soon!)
- Ensoniq SoundScape native-mode digital and XMIDI support
- Updated Gravis UltraSound support

The AIL_set_sequence_volume() function can now be used prior to calling AIL_start_sequence(). Previously, AIL_start_sequence() reset the sequence volume to its default value. The default sequence volume is now established by the AIL_init_sequence() function, based on the MDI_DEFAULT_VOLUME preference.

Users of the FlashTek X32 DOS extender must delete all .LIB and .OBJ files and rebuild them by means of the WATFLASH.MAK makefile.

IMPORTANT: The AIL .ASM files cannot be successfully assembled with MASM V6.0, due to bugs in early versions of the assembler. MASM V6.1A or later is needed in order to build the entire AIL library. Normally, the AIL library must be rebuilt only when using Watcom's stack-based calling conventions or when linking with the FlashTek DOS extender.

Please note that Miles Design's new fax number is (512) 338-9630.

V3.01 of 22-Nov-94

This maintenance release includes a number of new features and bug fixes.

** New Features **

The AIL_background() function allows an application function to tell if it is being executed from within an AIL timer, XMIDI, or SoundStream callback function.

The new AIL_set_sample_file() function is similar to the existing AIL_allocate_file_sample() function, except that it operates on an existing sample handle. .VOC or .WAV files may be played using an application's own sample handles through the use of the AIL_set_sample_file() function. See the API Reference for further information.

A powerful debugging feature has been added to the AIL API library. If an AIL_DEBUG environment variable is created with a command of the form SET AIL_DEBUG=filename, a timestamped log of virtually every AIL API call made by any subsequently-executed AIL application will be recorded to the text file or device "filename". The logfile may be examined to help

diagnose and fix application errors. AIL functions called from within callback functions will not be logged, along with the functions AIL_switch_stack(), AIL_restore_stack(), AIL_unlock(), AIL_lock(), and AIL_background().

Digital support for the Roland RAP-10 device is now available (RAP10.DIG). This board produces extremely high-quality audio in either 8- or 16-bit, mono or stereo formats. Use the MPU401.MDI driver for MIDI support with the RAP-10.

Digital support for the New Media WaveJammer PCMCIA audio adapter is now available (JAMMER.ZIP). Use the OPL2.MDI driver for MIDI support with the WaveJammer.

** Bug Fixes **

Under certain circumstances, double-buffered samples could be terminated prematurely in previous releases of AIL. This problem has been fixed.

"Stuck" notes were occasionally reported when shutting down applications using the Roland RAP-10 and Roland SB16 MIDI daughterboards. This MIDI hardware overrun problem has been corrected by introducing a slight delay into functions which flush the XMIDI note queue, such as AIL_end_sequence() and AIL_stop_sequence(). This delay should not normally be perceptible at the application level.

Revised guidelines for audio-video synchronization have been issued with this release. The AIL_minimum_sample_buffer_size() function returns the size of the smallest memory block which may be used with the SoundStream double-buffering calls. Typically this value will range from 2 to 8KB; applications must ensure that their video playback engines can provide sound blocks of this size or greater. See the API Reference for further information. The DBTEST.C example program now uses AIL_minimum_sample_buffer_size() to allocate its memory buffers. Note that the "Guidelines for Audio/Video Synchronization" section that appeared in earlier manual revisions is no longer applicable.

Under rare circumstances, AIL's built-in VMM locking calls could fail to lock the last few bytes in a module. This problem was caused by Watcom's code optimizer; a workaround is now in place.

The AIL_restore_interrupts() function is now prototyped to return void.

Calls to the AIL_channel_lock() function could result in crashes if any sequence handles were allocated with AIL_allocate_sequence_handle() but not yet initialized with AIL_init_sequence(). This problem has been fixed.

AIL_destroy_wave_synthesizer() now releases sample handles allocated by AIL_create_wave_synthesizer(). Previously, these allocated handles were lost upon destruction of the HWAVE instance.

V3.02 of 18-Jan-95

The DRIVERS directory now contains a complete AIL driver configuration program (SETSOUND.EXE) which may be included in your application. SETSOUND must be executed before any of the AIL example programs in the DRIVERS directory can be run. Consequently, the example programs no longer require driver filenames to be specified directly on their command lines.

SETSOUND is very easy to use and can shave days or weeks of programming time from an application's development cycle. However, you should refer to SETSOUND's complete description in the Tools Reference section of the manual to help you get the most out of this powerful new utility.

The contents of the old MIDI and DIGITAL directories have been merged into the outer DRIVERS directory. Minor revisions have been made to the example programs and makefiles to accomodate this change.

SBLASTER.MDI, SBPRO1.MDI, and SBPRO2.MDI now check the BLASTER environment variable to permit FM sound autodetection at addresses other than 220h. Previously, only the Sound Blaster-series .DIG drivers checked the BLASTER variable.

DMA channel 0 is now available for use with Sound Blaster Pro adapters. In earlier releases, DMA channel 0 worked only with Sound Blaster 16 boards.

During autodetection, RAP10.DIG now checks addresses 330H and 320H, using DMA channels 5 and 6 and IRQ 9. Formerly, IRQ 5 was tested with address 320H.

The AIL_minimum_sample_buffer_size() function could occasionally return buffer sizes below the actual minimum size when used with the SBPRO.DIG driver. This bug has been fixed.

An error-checking problem in the SSTEST example program could cause GP faults under rare circumstances. This bug has been fixed.

Updated Gravis UltraSound drivers are now available with this release. These "native mode" drivers no longer require the ULTRAMID emulation program.

Two new drivers, ADRV688.DIG and PROAUDIO.DIG, are supplied for use with ESS Technology's ES688 chipset and Media Vision's Pro Audio Spectrum line, respectively. Many newer systems from Compaq and other vendors include the ES688 device, which can support 16-bit stereo sound at up to 44 kHz through the use of the new ADRV688.DIG driver. PROAUDIO.DIG has been tested and found to give satisfactory performance on most systems; however, the Media Vision cards' "native mode" has never been among the most reliable of sound options, so users should be informed that the SBLASTER.DIG driver can be used with most Pro Audio Spectrum boards in the event problems occur.

Please note Miles Design's new mailing address:

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  Austin, Texas 78750
  Tel. (512) 345-2642
  FAX: (512) 338-9630
  70322.2457@compuserve.com

Our telephone and fax numbers have not changed.

V3.03 of 18-Jun-95

This is a major update release which includes many new features added in response to client requests.

** New Features **

Two new drivers, SNDSYS.DIG and ESFM.MDI, provide support for the Microsoft Windows Sound System and ESS Technology ES1688, ES1788, and ES1888 chipsets, respectively. The SETSOUND program recognizes these new drivers by means of an updated AILDRVR.LST file.

Support for the Borland Power Pack and Zortech/Symantec compiler packages is now available. Please note that by default, the AIL system is built for the more popular Watcom/Rational package. To use AIL with any other compiler/DOS extender package, it is necessary to delete all .OBJ, .LIB, and .EXE files and recompile the desired library version. The .MDI and .DIG drivers, as well as the files in the TOOLS subdirectory, do not need to be rebuilt.

Four new functions provide a "master volume" control for all digital samples and XMIDI sequences:

```
AIL_set_digital_master_volume()
AIL_set_XMIDI_master_volume()
AIL_digital_master_volume()
AIL_XMIDI_master_volume()
```

Please note that like the AIL_set_sequence_volume() function, AIL_set_XMIDI_master_volume() will not have the desired effect on sequences which do not include MIDI Part Volume controllers (7) at the beginning of each track. Refer to the updated APIWW20.DOC file for further information on these functions.

The function AIL_register_beat_callback() has been added to allow applications to request callback service at sequence beat transition points. Refer to the description of this function AND the AIL_sequence_position() function in APIWW20.DOC before attempting to use either function!

The function AIL_MDI_driver_type() has been added to help applications identify the synthesis technology provided by various AIL drivers. This function may be used to select different XMIDI sequences for various sound synthesis platforms. Refer to APIWW20.DOC for details.

A new XMIDI controller has been implemented. The XMIDI Channel Mute controller (107) can be used to selectively mute channels in sequences. Refer to the updated XMIWW20.DOC file for information on the XMIDI Channel Mute controller.

The prototypes of the AIL_install_DIG_INI() and AIL_install_MDI_INI() functions have been changed to provide enhanced error-reporting capabilities. It is now possible to distinguish between failure due to a missing .INI file and failure due to driver initialization or hardware detection problems. Refer to the updated APIWW20.DOC file for details.

Previous versions of AIL truncated 16-bit sample data to 8-bit sample data when panpot or volume scaling was used (panpot != 64 or volume < 127). With this release, 16-bit sample data is scaled with a multiply/shift sequence that preserves full 16-bit sample precision.

For consistency with the new Windows AIL (WAIL) package, the DIG_DRIVER * and MDI_DRIVER * data types have been replaced with the HDIGDRIVER and HMDIDRIVER handle types, respectively. The old pointer types may still be used, but new applications should be written with the new handle types for compatibility with the Windows AIL API.

Previous versions of AIL shut down interrupts during the digital mixing process, which caused problems with high-speed serial communications. By default, AIL V3.03 no longer disables interrupts at any time during digital audio processing. A new preference name, DIG_SS_LOCK, has been added to allow applications to restore the former behavior of shutting down interrupts while updating the DMA buffer. Few applications should need to change the DIG_SS_LOCK preference value.

When playing a stereo digital audio sample on a monaural sound card, previous versions of AIL truncated the right channel source data and played only the left channel data. AIL V3.03 allows the AIL_set_sample_pan() function to fade linearly between the left and right source channel in this situation.

** Bug Fixes **

In previous versions of AIL, it was possible under exceptionally rare conditions for a nested INT 8 interrupt to cause crashes due to stack corruption. Under Windows 95, however, the probability of protection faults and crashes is greatly increased. This bug has been fixed for this release of AIL; additionally, Windows 95 itself has been patched to correct the bug in legacy applications by automatically modifying the faulty instructions in the AIL INT 8 ISR. Customers with the retail release of Windows 95 should not be affected; however, early beta versions (pre-490) can exhibit problems.

A minor bug in the digital mixer code caused clipping tests to be performed even with only one actively-playing sample. This bug has been fixed for this release, resulting in faster digital audio performance.

The AIL_resume_sample() function could fail to operate properly if no other samples were playing at the time it was called. This has been fixed.

Reports have been received of lockups with Sound Blaster 16 daughterboards (such as those from Roland and Creative Labs) which occasionally occur during extremely intense bursts of MIDI traffic while digital audio is in use. The AIL MPU401 driver has been patched to provide a partial workaround for this problem; however, momentary digital audio glitches may still be noted during fast volume fades and other periods of high MIDI activity.
Because this problem is due to a hardware bug in the Creative chipset, no completely reliable software workaround is currently known. However, difficulties arising from the bug are quite rare and should not be a cause for concern with most applications.

V3.03A of 25-Jun-95

Sporadic crashes at shutdown time may occur in earlier AIL releases if a sequence handle is allocated with AIL_allocate_sequence_handle() but never actually initialized with AIL_init_sequence(). This patch corrects this problem, which affected only the MS-DOS versions of AIL.

V3.03B of 29-Jun-95

Changing the digital master volume level had no effect on samples whose volume level was set to 127. This has been fixed.

A VMM page-locking problem with the FlashTek DOS extender version of AIL has been fixed.

V3.03C of 7-Nov-95

AIL version 3.03C is a maintenance release which includes several minor compatibility improvements and bug fixes.

** New Features **

SETSOUND now includes explicit support for the new Yamaha DB50-XG WaveForce(TM) daughterboard via the MPU401.MDI driver.

** Bug Fixes **

If all playing samples had their volume set to 127, it was possible for the

AIL_set_digital_master_volume() command to fail to control the overall digital output level. This has been fixed.

The SETSOUND installation program did not uninstall drivers after successful detection. This caused no reported problems; however, the message "Out of timer handles" could appear if the user were to select and install any driver more than 16 times. SETSOUND now uninstalls drivers after detection to avoid the possibility of this error message.

The AIL_MDI_driver_type() function caused premature termination of debug scripts when the AIL_DEBUG feature was in use. This has been fixed.

Memory past the end of XMIDI files could be accessed by AIL_init_sequence(), in cases where XMIDI files smaller than 1024 bytes were played. This caused occasional page faults in the Windows AIL system, but no problems were ever reported in the DOS AIL system. This bug has been fixed, however, in both versions of AIL.

At the end of an unlooped XMIDI sequence, the sequence loop count is now reset to 1. This allows a sequence to be restarted without undesirable looping.

Under certain rare circumstances, unwanted pauses occurred during XMIDI playback when using the FOR/NEXT XMIDI controllers or the AIL_branch_index() function. These pauses have been eliminated in this release.

The AIL_end_sequence() function previously called the end-of-sequence (EOS) callback function, even if the sequence was already done. This behavior has been corrected.

The Microsoft Windows Sound System driver (SNDSYS.DIG) has been patched to fix a bug that caused a detection problem on some systems, particularly Compaq machines.

The standard Sound Blaster digital driver (SBLASTER.DIG) could cause lockups or "Transfer Stack Overflow" messages during detection when running under Windows 95. This was due to the use of an extremely short DMA buffer to check for auto-init DMA capabilities. In this release, the DMA verification buffer in SBLASTER.DIG has been increased in size to avoid problems. No other drivers, including those for the Sound Blaster Pro and Sound Blaster 16, were affected by this problem.

** Important! **

Miles Design is pleased to announce its new sales and marketing partnership for the European market with Intensity Limited, based in England. Effective immediately, John Tweedy, Intensity's managing director (and former director of Microprose Software and Virtuality Entertainment) will assume responsibility for Miles Design's marketing and sales strategy throughout continental Europe and the UK. Intensity's contact information appears at

the bottom of this file.

Our product-line license agreement has undergone a revision to exclude any parent companies and subsidiaries from developing products with the licensee's AIL license. Previously, the AIL product-line license allowed parent companies and subsidiaries to develop their own products using a single company's product-line license. However, the recent trend toward mergers, acquisitions, and overall consolidation in the entertainment industry has forced us to change our licensing policy in order to remain profitable. You may review the new license language in the file DOC\PLLWW20.DOC using Word for Windows version 2.0 or greater. Interested parties are invited to contact Miles Design or Intensity Ltd. for negotiation of a multiple-business-unit license. Of course, existing AIL product-line licensees, and their parent companies and subsidiaries, are not affected in any way by this license change.

Watcom C/C++ version 10.5 is not "officially" supported by the MS-DOS AIL system or any other Miles Design DOS product, due to bugs in its heap manager which can cause page faults under Windows 95. If you choose to use this version of the compiler, you will need to rebuild AIL.LIB using WATCOM.MAK, as the semantics of the cdecl calling convention have also changed between the 10.0 and 10.5 compilers. See Watcom's documentation for further information. We have encountered no problems at all using 10.5 to build native Win32 applications for Windows 95, but cannot recommend its use in DOS/4GW titles. You should continue to use version 10.0A or 10.0B for all DOS development, pending Watcom's correction of the 10.5 runtime library bug(s).

Support for the Creative SoundFont uploadable synthesizer voice format for the AWE-32 / SB32 cards is available from the AIL3 section of our BBS at (512) 454-9990. Simply log in using the account AIL and the password FTPL, and download AWEAIL3.ZIP from the AIL3 library section. This file was provided courtesy of Scott Sindorf, formerly of Creative Labs. You should contact Creative Labs' developer support group at 408-428-6600 for technical assistance with SoundFont-related issues.

Please note that all Watcom C/C++ AIL applications that include any type of callback function (timer, XMIDI, or digital) MUST be compiled with the -s (disable stack overflow testing) option. Otherwise, crashes and/or lockups may occur since AIL switches to its own internal stack at interrupt time. Omission of the -s option is a frequent cause of timer-related problems.

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